# FAMILY GUY™

## VIDEO GAME!

MATURE 17+

®

M

CONTENT RATED BY ESRB

2K

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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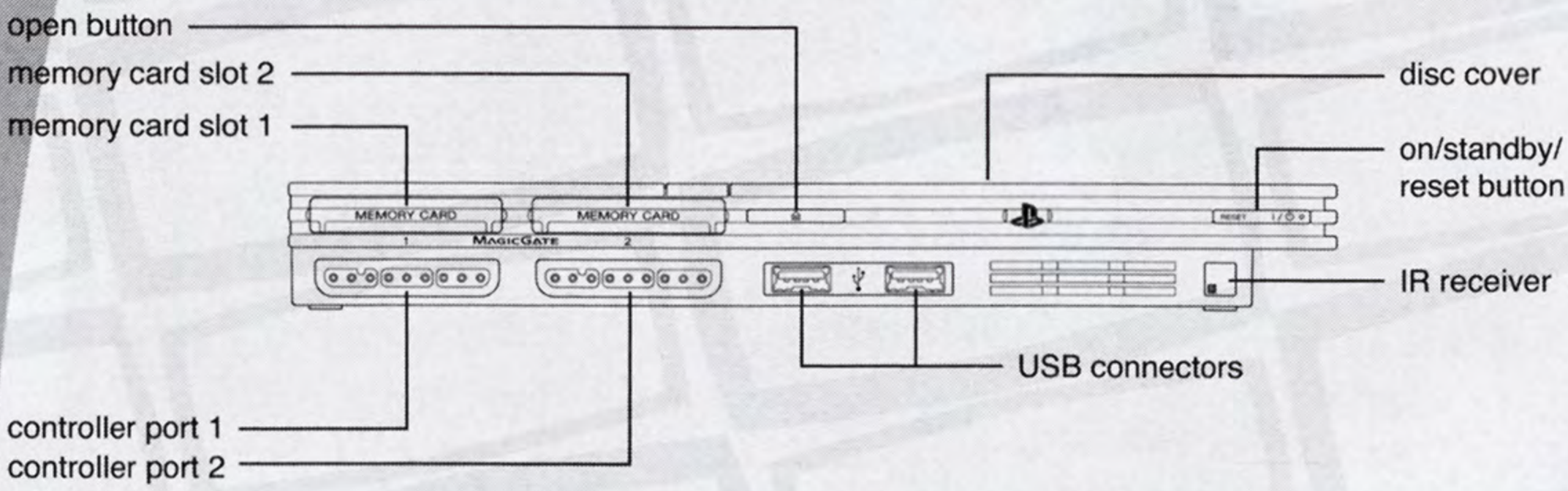
# Getting Started




Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the FAMILY GUY disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

**MEMORY CARD (8MB)(FOR PLAYSTATION®2)**

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

# Starting Up

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

R2 button

R1 button

directional buttons

△ button

○ button

× button

□ button

left analog stick
(L3 button when pushed down)

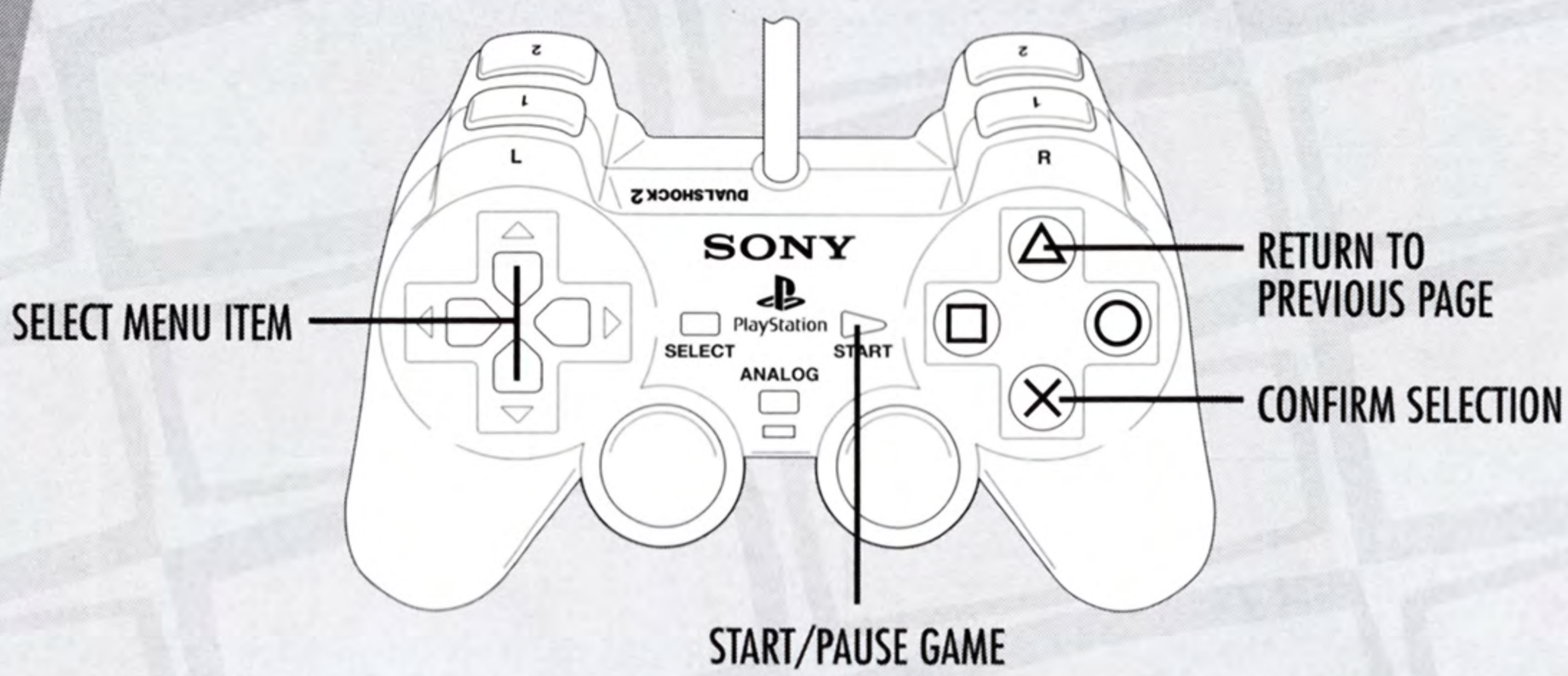
SELECT button

ANALOG mode button

START button

right analog stick
(R3 button when pushed down)

# Basic Controls




## NAVIGATING THE MENUS

| | |
|---|---|
| Start/Pause game | **START button** |
| Select menu item | **Directional button ⬆/⬇** |
| Confirm selection | **⊗ button** |
| Return to previous page | **△ button** |

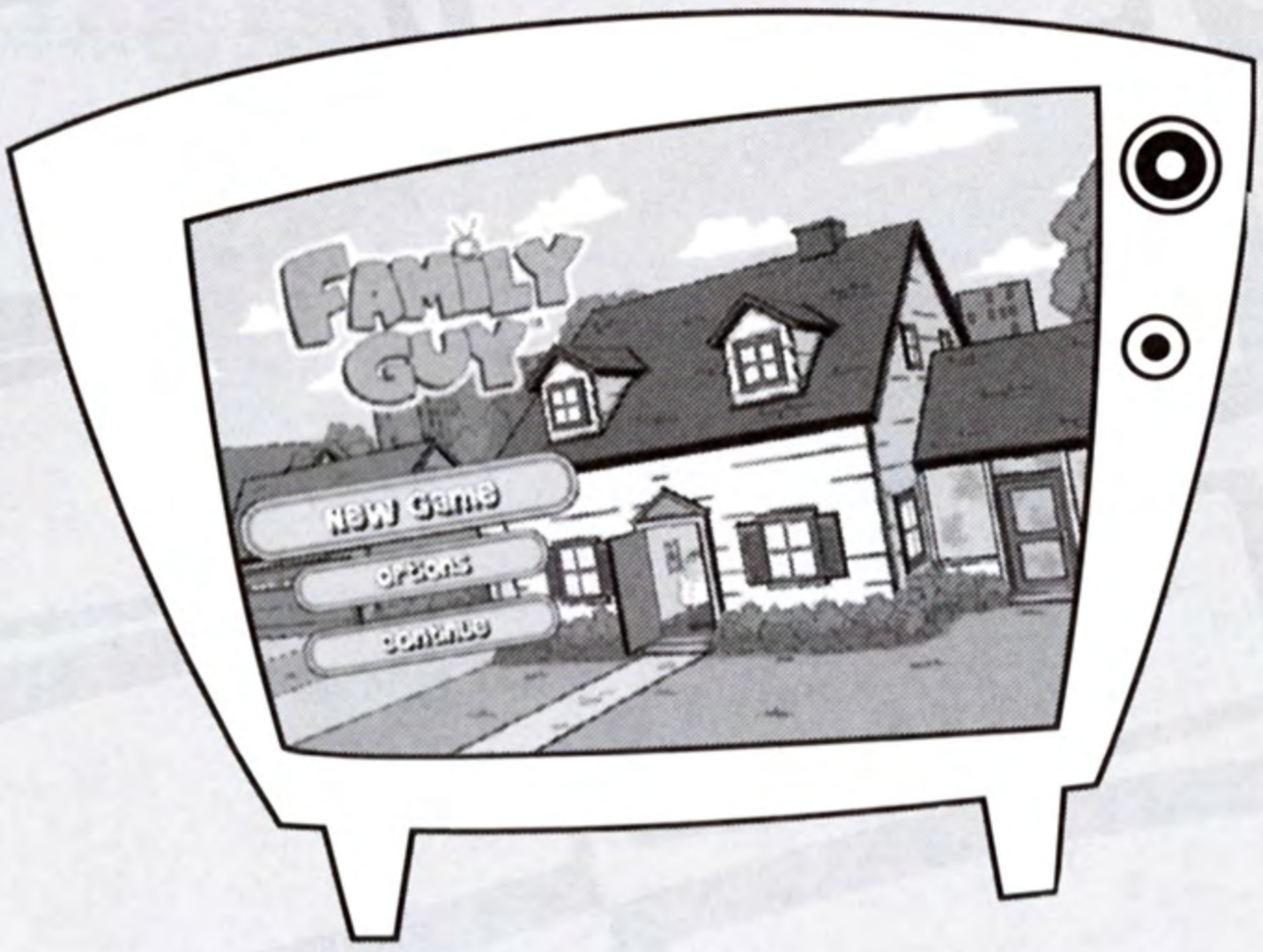
## SAVING YOUR GAME

**AUTO SAVE:** After each level, the game will automatically save your progress.

**MANUAL SAVE:** The Auto Save feature can be disabled through the "Options" menu.

**CHECKPOINTS:** Each level in the game has different stages. These stages are divided by Checkpoints. If your character dies during the level, you will automatically start from the previous Checkpoint.

# Main Menu




## CONTINUE GAME

If Auto Save is still active and you select "Continue Game" from the Main Menu, your game will automatically continue from your last previous save. If Auto Save is disabled, you will be taken to a load screen and prompted to load in the correct game.

## NEW GAME

If you wish to start the game over and play it though its entirety, then select "New Game" from the Main Menu. Please note that starting a new game may override any games that have been previously saved.

## OPTIONS

Here you can configure your controller settings to your preference and adjust the audio and video settings.

## SPECIAL FEATURES

As you proceed through the game, you will be able to unlock various special features that can be accessed through the Options menu.

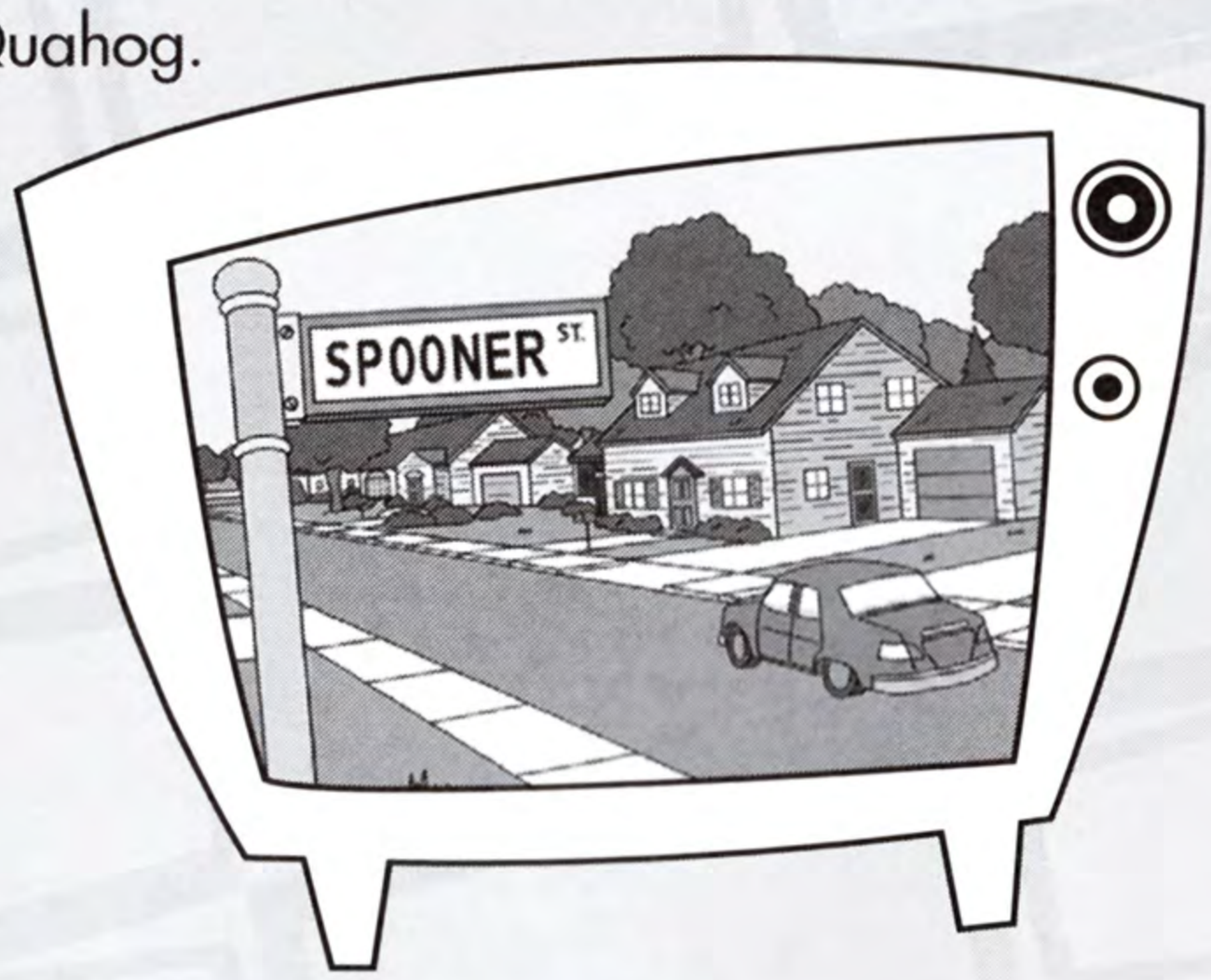
# Welcome to Quahog!

Little Stewie Griffin's plans for world domination have been foiled once again. This time, the culprit is none other than his half-brother Bertram. Follow Stewie as he descends into places no man should ever travel in an effort to thwart Bertram from taking over the world...before he gets to.

Meanwhile, Peter Griffin has been injured in a freak accident and the blunt force trauma to his head is causing him to believe that a beloved 1980's sitcom star has kidnapped his family and is holding Quahog hostage...believe me, it's less complicated than it sounds. Control Peter as he smashes his way through Quahog in order to find his family, eat excessive amounts of food, and restore order.

Finally, Brian Griffin has found himself in a whole lot of trouble. He stands accused of again violating Carter Pewterschmidt's prized racing dog, Seabreeze, and has been taken into police custody. In order to avoid hard time, you must control Brian through a series of stealth missions and clear his good name.

In other words, it's just another day in the sleepy Rhode Island town of Quahog.

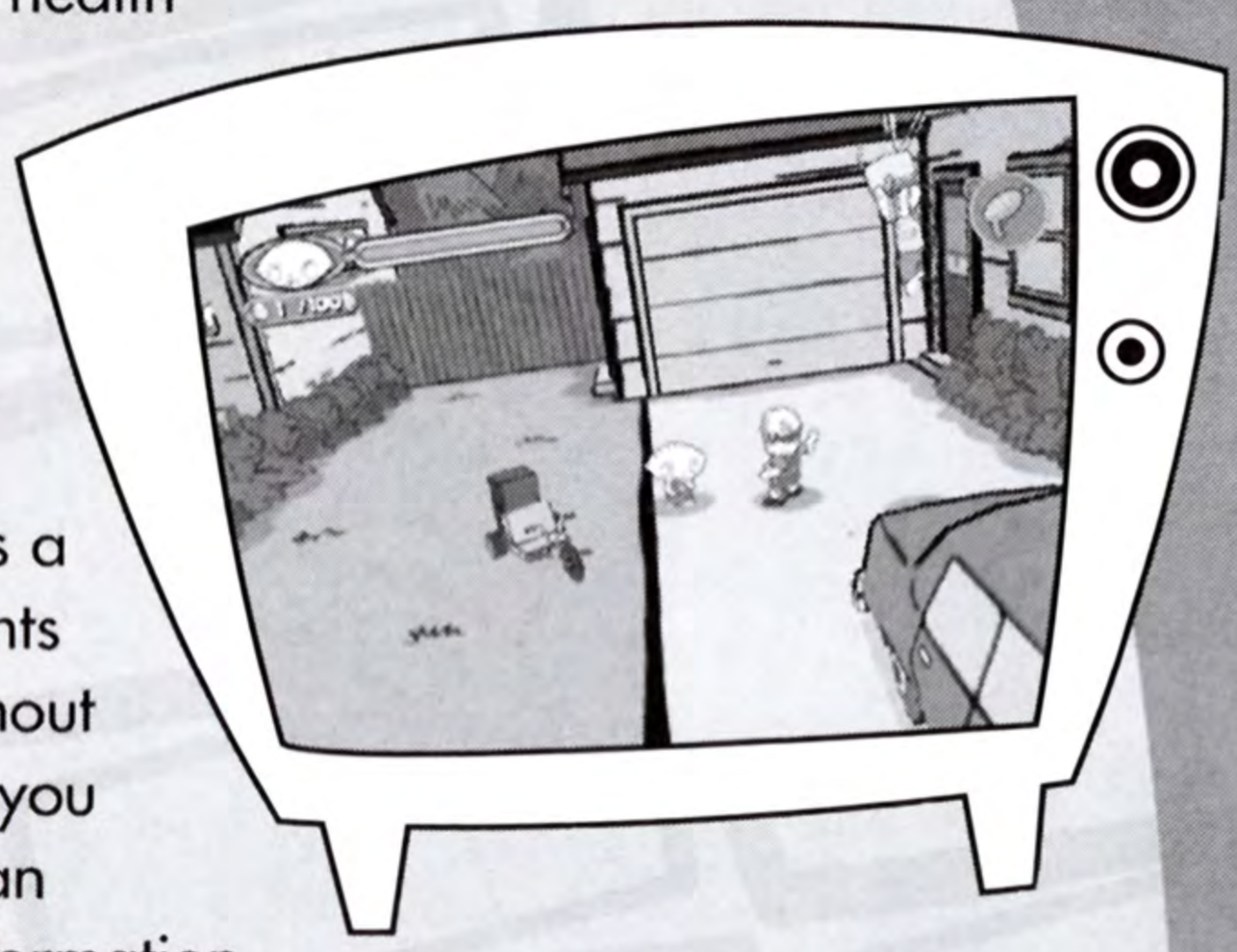


# The Game Screen

The game screen is different for each character. You can find each character's HUD (Head's Up Display) in the upper left corner of the screen.

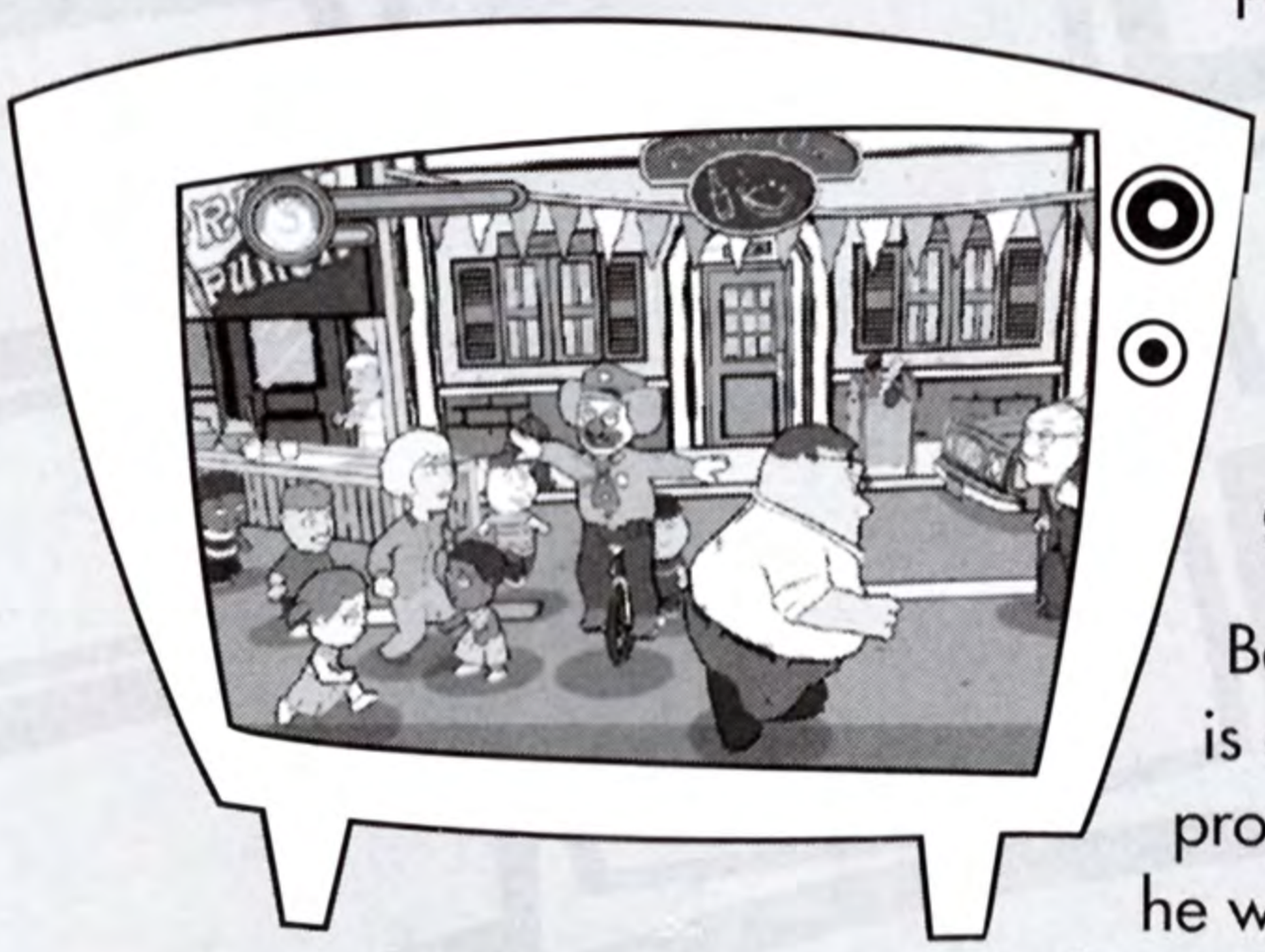
## STEWIE'S GAME SCREEN

In Stewie's HUD, you will find his health bar. Every time Stewie takes damage a percentage will be taken away from his health bar. When Stewie's health bar is depleted, it's game over.



Below Stewie's health bar, there is a counter for the ray gun components that you will be collecting throughout the game. The more components you collect, the more upgrades you can obtain for your gun. For more information, turn to the page on Stewie's Arsenal.

## PETER'S GAME SCREEN

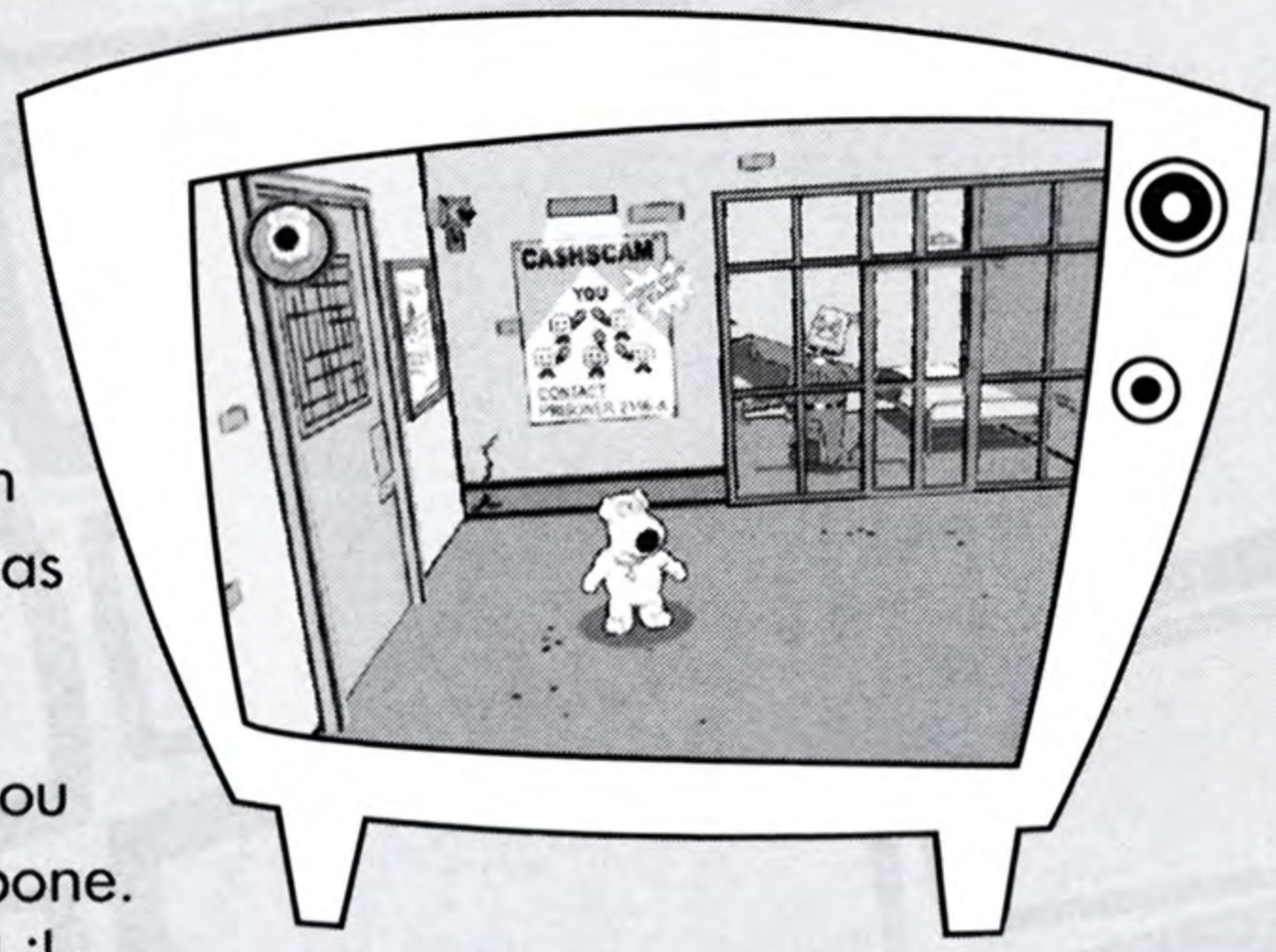


Peter's HUD also contains a health bar. Just as in Stewie's game screen, Peter's health bar will be affected every time he takes damage. When the health bar is empty, it's game over.

Below Peter's health bar, there is a Snack Meter. As Peter progresses through his levels, he will be collecting food dropped from his enemies. Each piece of food fills a small amount of Peter's Snack Meter. When the meter is full enough, Peter will be able to execute a number of snack-fueled attacks (See page 10 for more details).

# BRIAN'S GAME SCREEN

Brian's HUD is totally unique from Stewie and Peter's. Brian has no combat abilities so he opts to sneak around undetected. You will notice in Brian's HUD that a picture of his face is contained in a green circle. When Brian walks into a shaded area of a level, his face becomes transparent in the circle. When this happens, it means that Brian is obscured by shadow and will remain unseen by enemies in the level as long as he remains in the shadows.




Next to Brian's visibility meter, you will find a meter shaped like a bone. This is Brian's Impulse Meter. While Brian may seem very civilized, he is still prone to the same urges as any dog. Be it barking at strangers or urinating in public, Brian will do it without thinking. But you can avoid these impulses by keeping Brian away from things that would cause him to react in a manner that could get him caught. Keep an eye on the Impulse Meter as you're exploring a level. If it starts to fill up, that's your cue to get away from that area as fast as possible. If the meter becomes full, Brian will do what comes naturally.

# Character Controls

## STEWIE

Stewie the megalomanical one-year-old bent on world domination is armed with an upgradeable ray gun and numerous movement abilities including gliding and grappling.

| LEFT ANALOG STICK | Character Movement |
|---|---|
| RIGHT ANALOG STICK | Camera Control |
| ⊗ BUTTON | Jump |
| ⊗ BUTTON (in middle of jump) | Double Jump |
| ⊗ BUTTON (hold during Double Jump) | Balloon Float |
| ▣ BUTTON | Shoot Ray Gun |
| ▣ BUTTON (hold) | Alternate Ray Gun Attack |
| △ BUTTON | Action/Activate |
| ◎ BUTTON (when Grapple Hook icon appears) | Grapple Hook |
| R1 BUTTON | Lock-on Target |
| R1 BUTTON + LEFT ANALOG STICK + ▣ BUTTON | Strafe & Shoot |

## Stewie's Mind Control

Stewie is also capable of using his Mind Control Device in certain levels. To use the Mind Control Device on a character, you must stand within the device's range and hold down **the ▣ button** towards your target. Once under the device's spell, you can move the target at will using the **left analog stick** as well as performing actions with **the △ button**.

**Note:** There can be certain elements in the level that can interfere with Stewie's Mind Control Device. Be sure to avoid such elements or you will lose control of your victim.

## PETER

Peter the big, lovable oaf who always says what's on his mind. He is armed with a number of melee combos and special moves.

| | |
|---|---|
| LEFT ANALOG STICK | Character Movement |
| RIGHT ANALOG STICK | Camera Control |
| ⊗ BUTTON | Jump |
| ▣ BUTTON | Punch |
| ▣ + ◉ + ▣ BUTTONS (also works by pressing any 3-button sequence containing either ▣ or ◉) | Combo |
| ▣ BUTTON (when next to throwable object) | Pick-up Object |
| ▣ BUTTON (when carrying an object) | Throw |
| ◉ BUTTON | Kick |
| ◉ BUTTON (during Jump) | Jump Kick |
| △ BUTTON | Action/Activate |
| HOLD R1 BUTTON + ▣ BUTTON | Spin |
| HOLD R1 BUTTON + ◉ BUTTON | Charge |
| HOLD R1 BUTTON + △ BUTTON | Food Frenzy |

## Snack Attack!

Once you have collected enough food to fill your Snack Meter, Peter will be able to perform a series of snack-fueled attacks. You can execute these moves by holding **the R1 button** and pressing the corresponding button (see Control Table above).

**Note:** The continued use of any of your three special Snack Attacks will drain your Snack Meter.

**SPIN:** Peter performs a spin move that causes extensive damage to any enemy standing nearby.

**CHARGE:** Peter's speed increases as he bowls over anyone in his way.

**FOOD FRENZY:** Peter becomes a human tornado of gluttonous wrath, taking out any enemy he comes in contact with.

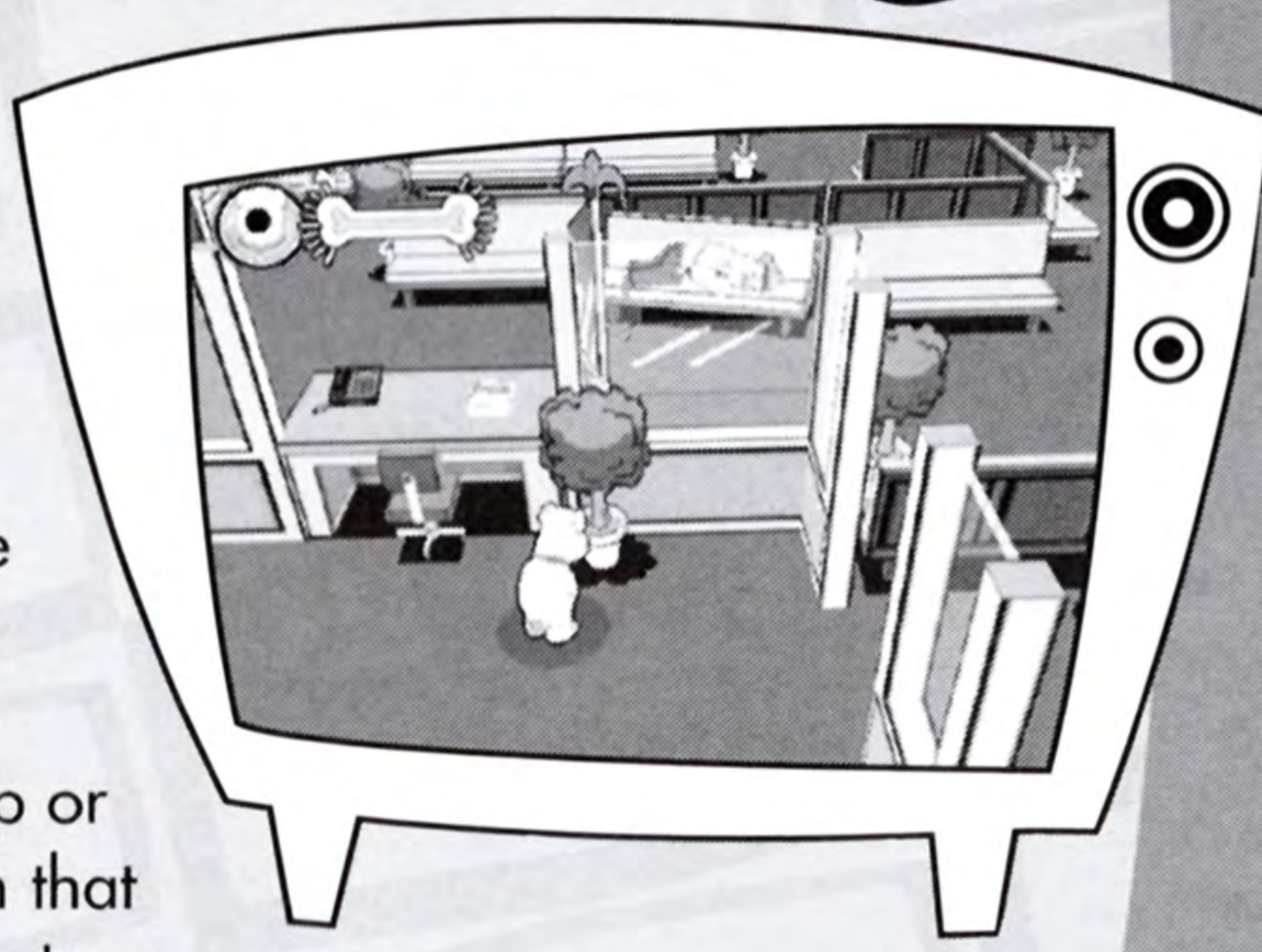
# BRIAN

Brian the sarcastic dog with a wit as dry as the martini he drinks. Brian uses stealth and distraction to slip past opponents.

| | |
|---|---|
| LEFT ANALOG STICK | Character Movement |
| RIGHT ANALOG STICK | Camera Control |
| ■ BUTTON (hold) | Crawl |
| △ BUTTON | Action/Activate |

## Brian Incognito

There are many disguises that Brian can slip in and out of on his journey. Some are Object Disguises (like a Lamp) and the others are Costume Disguises (like Cheerleader or a Vendor). Even the dimmest enemy will spot you if you do something suspicious (like move when you're supposed to be a lamp or get close enough that they see that you're a dog), and then the gig will be up.



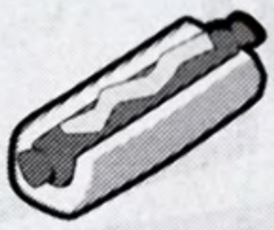
**Note:** If your Impulse Meter fills while you're wearing a disguise, Brian will remove it. However, if you find a place to hide after losing your disguise, you can use the shadows to obscure you while you change back into your costume.

# Collectibles

**YELLOW HEALTH:**
Restores 25% of health

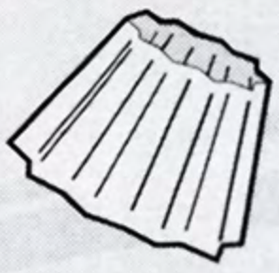
**GREEN HEALTH:**
Restores 50% of health

**RAY GUN COMPONENTS:**
Collect enough Components to upgrade Stewie's Ray Gun.



**FOOD:**
Feed Peter's Snack Meter by scarfing down all the food you can.

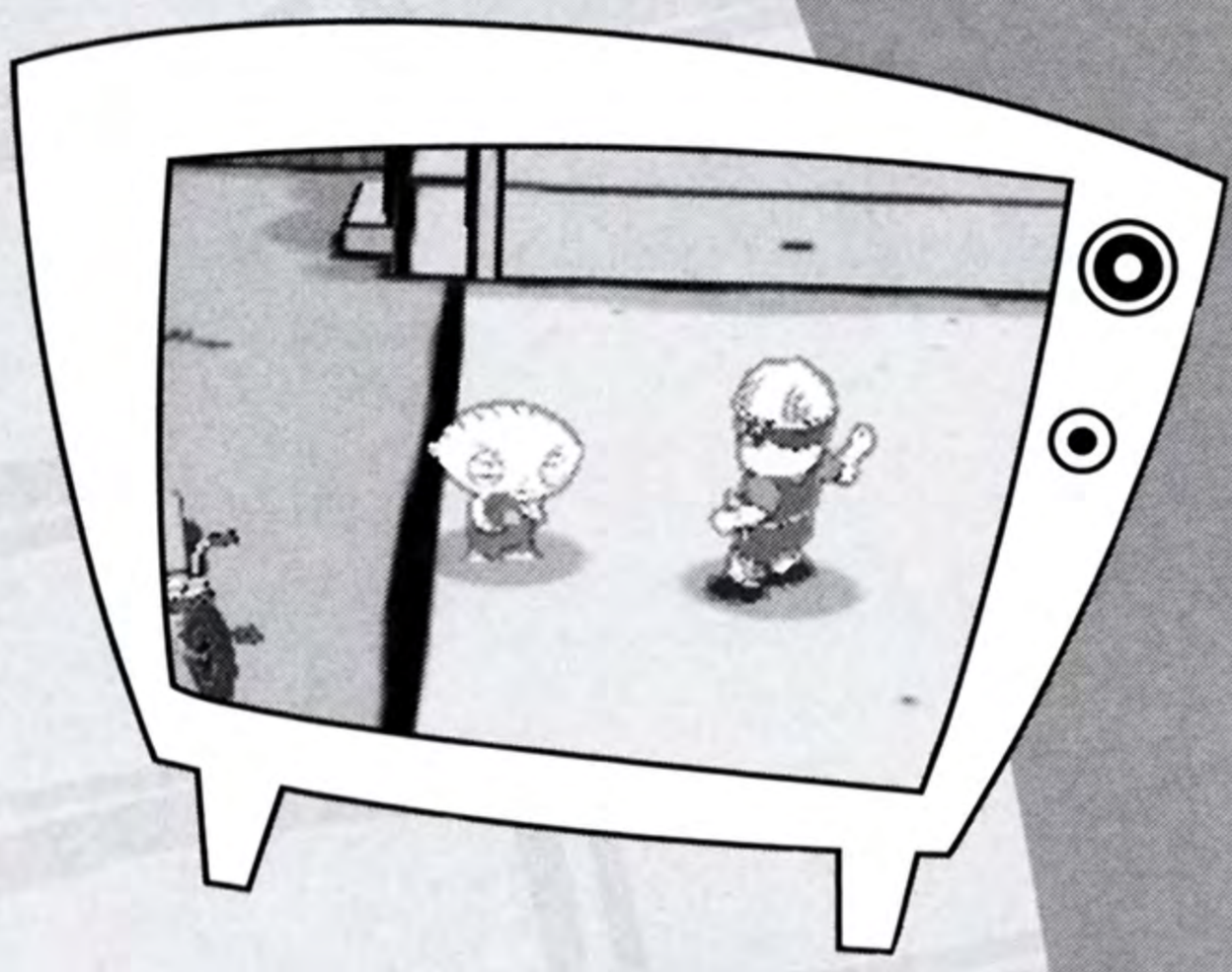
**EVIDENCE:**
Help clear Brian's name by collecting evidence. Be it police folders, videotapes, or ticket stubs, they will all be important in the long run.



**DISGUISES:**
Help Brian move around without being detected.

# Stewie's Arsenal

Stewie has two different weapons at his disposal during the game. These are his Ray Gun and his Mind Control Ray.



## RAY GUN

By obtaining Ray Gun Components during your adventure, you will be able to unlock different weapons in Stewie's Arsenal.

| Number of Components Collected | Straight Shot | Additional Charged Shot |
|---|---|---|
| 20 | Ray Gun | Spread Shot |
| 100 | Plasma Ball | Spread Shot |
| 200 | Plasma Ball | Plasma Artillery |
| 300 | Hyper Plasma Ball | Plasma Artillery |
| 400 | Hyper Plasma Ball | Shock Wave |
| 500 | Rocket Launcher | Shock Wave |
| 600 | Rocket Launcher | Heat Seekers |

**RAY GUN:** Stewie's standard weapon. Simple, yet effective.

**SPREAD SHOT:** Shoots three separate balls of energy. Not as powerful as the ray gun, but covers a lot more ground.

**PLASMA BALL:** A highly concentrated ball of energy capable of extensive damage.

**PLASMA ARTILLERY:** Lobs a plasma ball at your foes, which explodes on impact and takes out anything in its blast radius.

**HYPER PLASMA BALL:** An even more concentrated and highly unstable form of the Plasma Ball. Kills most enemies on impact.

**SHOCK WAVE:** A high-powered jolt of energy that takes out everything within a ten foot radius.

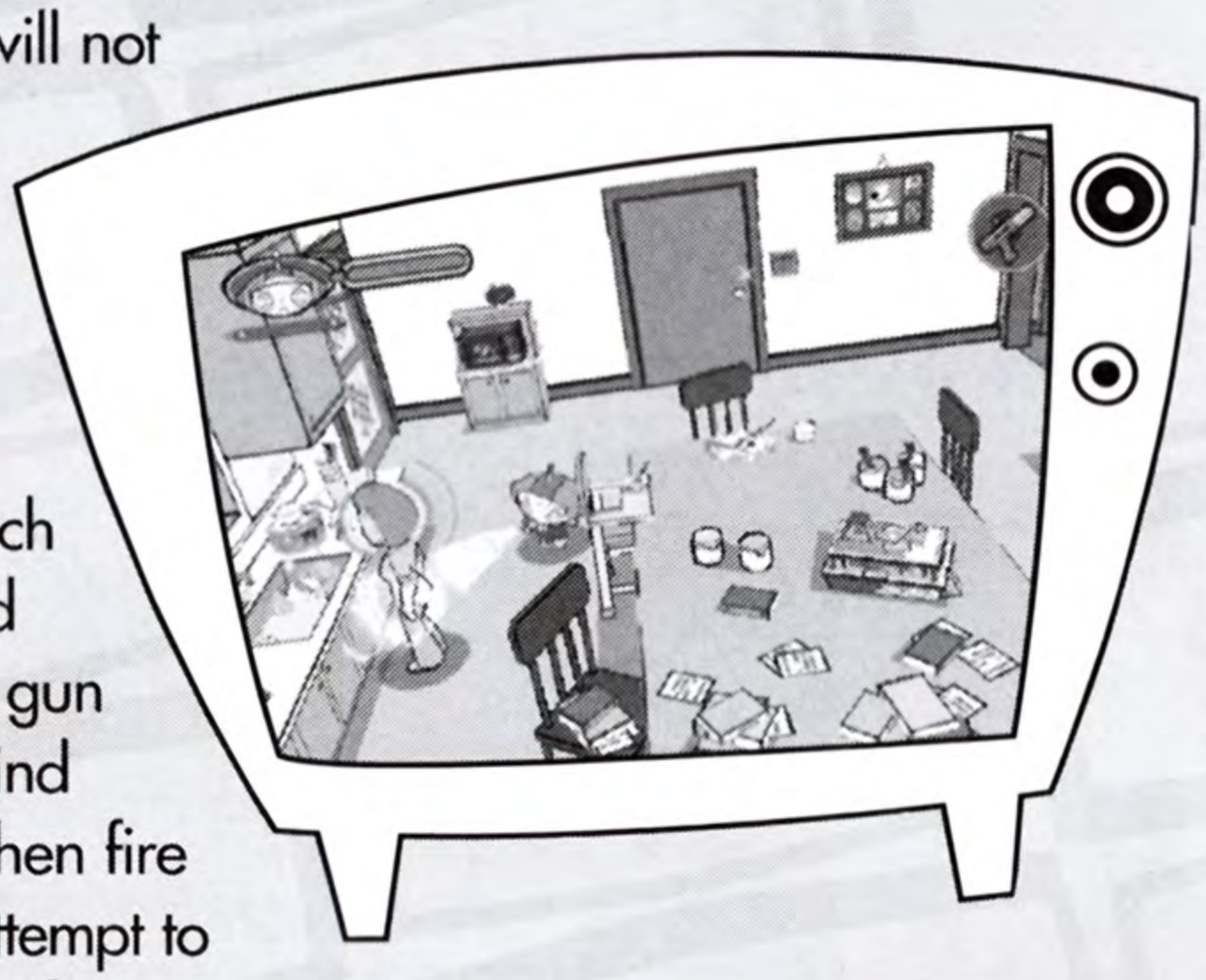
**ROCKET LAUNCHER:** Stewie's most powerful direct blast.

**HEAT SEEKERS:** A barrage of eight missiles that will seek out any and all enemies in the area.

**Note:** As you upgrade your weapons, you can recall your previous charged shots depending on how long you hold down **the ◉ button**. Each charged shot emits a different color from the Ray Gun, so pay attention as you charge.

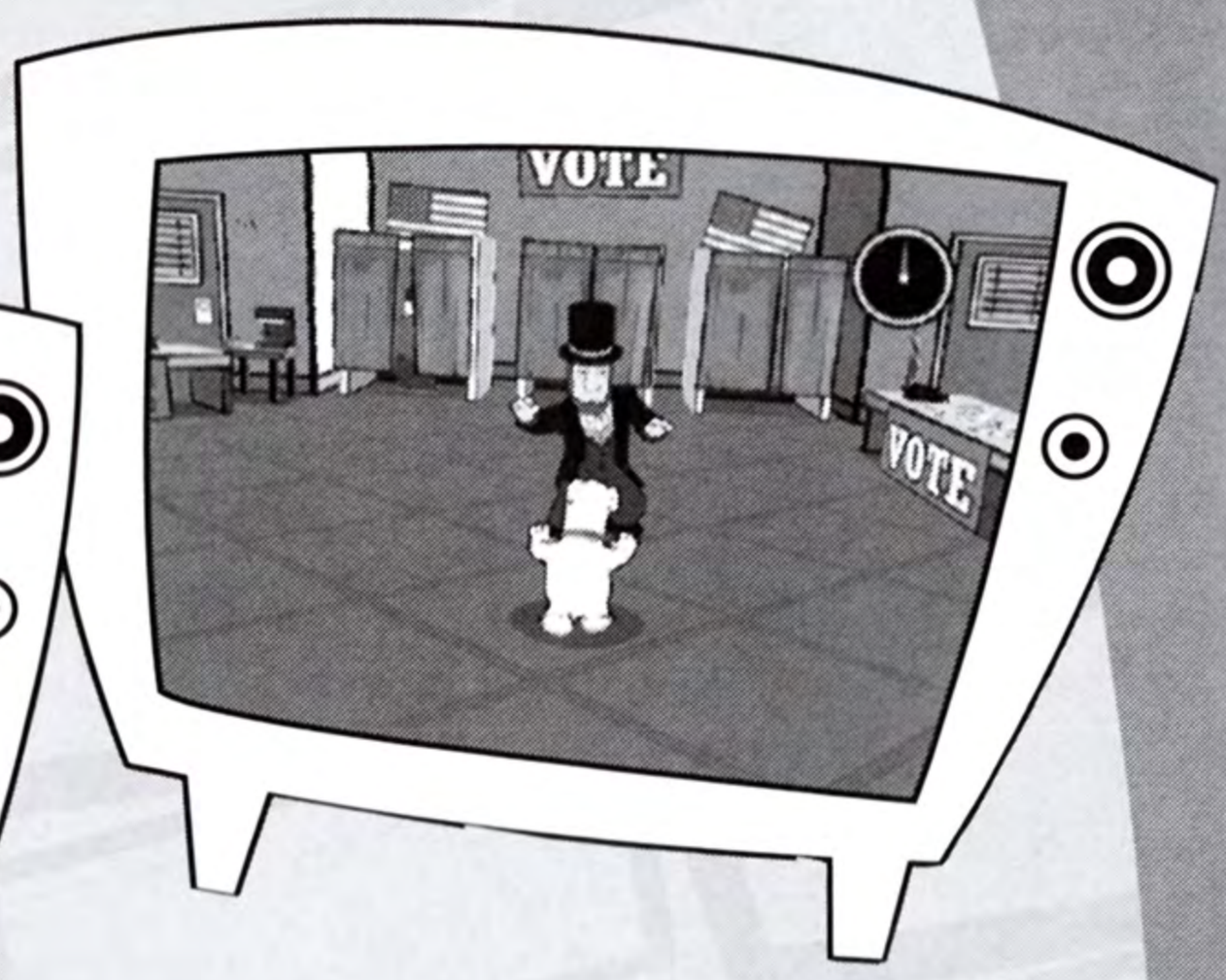
## MIND CONTROL RAY

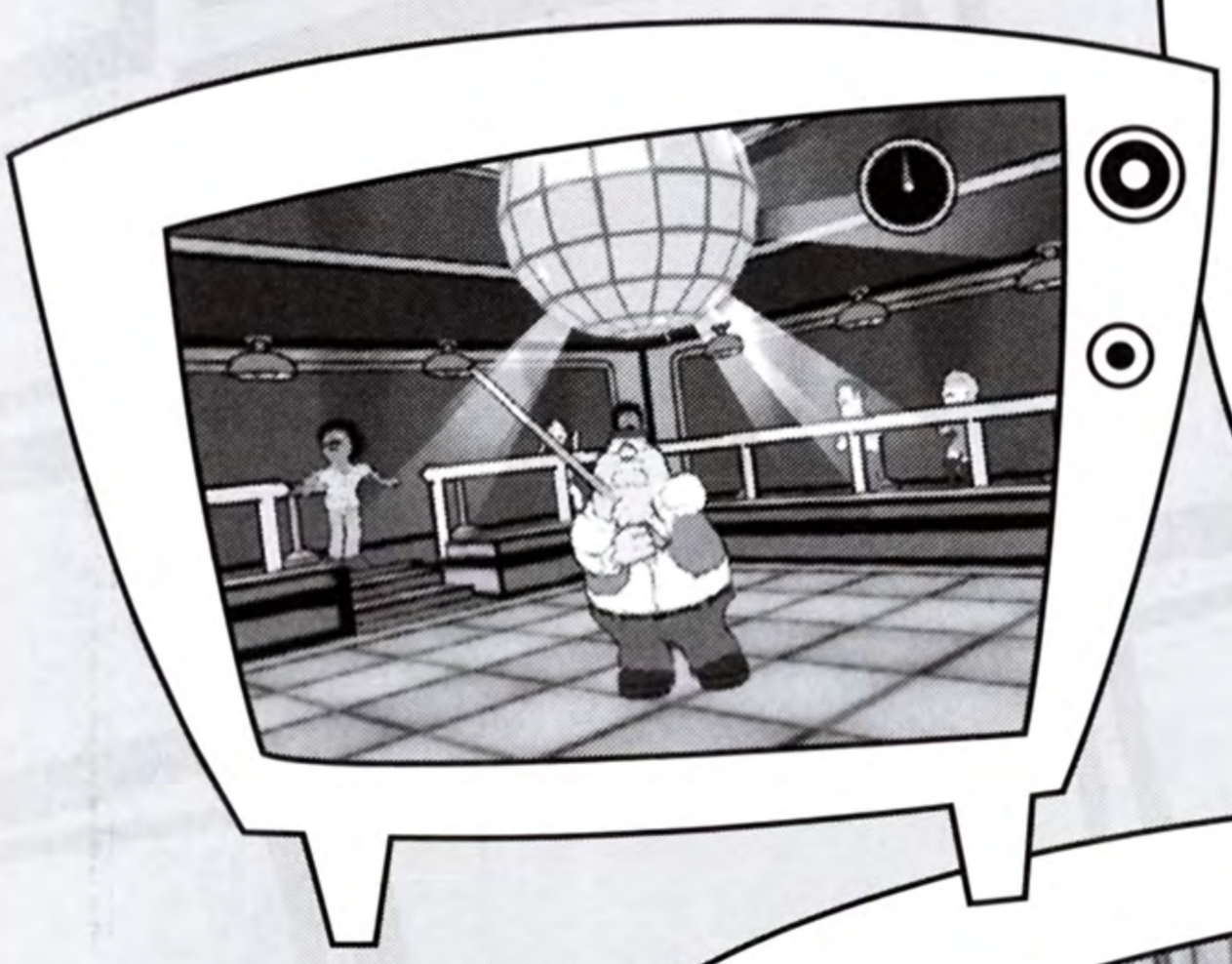
In certain situations, Stewie will not be able to solve problems with a barrage of gunfire. He will need to take control of one or more of the other characters in the area and have them do his bidding. Such times as these are represented by both a change in Stewie's gun and by him putting on his Mind Control Helmet. Stewie can then fire his Mind Control Ray and attempt to dominate another character. If successful, the player then controls that other character and can have them perform certain actions (represented by a glowing star icon) that may further Stewie's goals. However, some of the residents of Quahog are pretty mindless, so not everyone can be used this way.

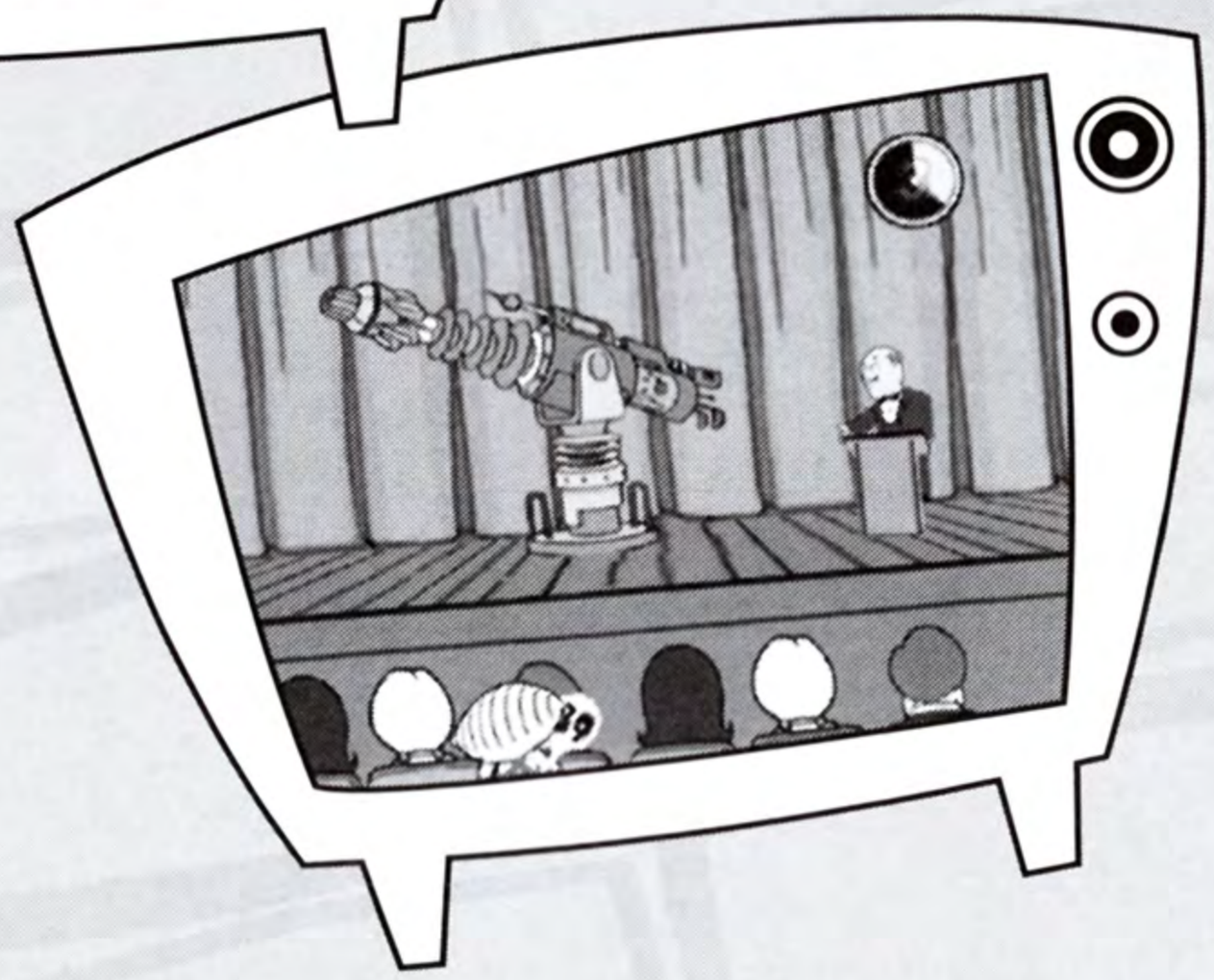


# Non-Sequiturs

At certain moments (as on the show) the characters will be reminded of a funny situation. These interactive gags will prompt you to press a desired button sequence or move a character in a certain direction. Doing so correctly will pay off with a bonus!





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# FAMILY GUY™

AS SEEN ON TV

**SPECIAL PREVIEW OF THE NEW GRAPHIC NOVEL!**




DDP

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20th CENTURY FOX™

HI THERE, I'M PETER GRIFFIN. AND WELCOME TO MY BOOK, "PETER GRIFFIN'S GUIDE TO PARENTING: FAMILY COMES FIRST...

...RIGHT AFTER TV."

HA HA, JUST KIDDING. THE PEOPLE AT FOX THOUGHT THAT WAS CLEVER, TOO.

YOU KNOW, FRIEND, SOMETIMES IN LIFE IT'S HARD TO FIND TIME FOR ALL THE THINGS WE NEED AND WANT TO DO.

SO, IN A FEW PAGES HERE, AND A FEW AT THE END OF THIS BOOK, I'M GONNA SHOW YOU HOW I BALANCE CAREER, FAMILY, AND GROSS OVER-DRINKING.

SO, SIT UP STRAIGHT AND PAY ATTENTION.

BECAUSE ONCE YOU FINISH THIS BOOK, IT'S GONNA EXPLODE... OR FOLD SHUT SO YOU CAN ENJOY IT AGAIN.

I CAN'T REMEMBER.

ALL RIGHT, UH... NATALIE PORTMAN.

HMM, SHE'S A LITTLE BONEY FOR ME.

WHAT? YOU'RE CRAZY.

SHE'S GOT SHARP ELBOWS.

SHE'S GORGEOUS.

YEAH, FOR A STEAK KNIFE. NOW, ARE WE GONNA DO THIS DANCE ALL DAY OR ARE WE GONNA GET TO MEGAN MULLALLY?

LITTLE KNOWN FACT: GIRAFFES CAN LICK THEIR OWN EYES.

ANOTHER LITTLE KNOWN FACT IS THAT THE BREAKFAST TABLE IS A PLACE FOR US BUSY PROFESSIONALS TO BOND WITH OUR FAMILIES BEFORE WORK.

OBSERVE.

HEY THERE, FAMILY. HOW'S IT GOIN'?

I CUT MY LEG LAST NIGHT AND I THINK IT'S STILL BLEEDING.

SOME KIDS AT SCHOOL STOLE ALL MY BOOKS.

I'M THINKING ABOUT TRYING THIS CRACK.

TERRIFIC. GLAD TO HEAR IT, KIDS.

SEE THAT? SOME QUALITY TIME WITH THE KIDS AND A PANCAKE IN UNDER THIRTY SECONDS.

WHO'S THE ASS HAT NOW, LADY WHO YELLED AT ME FOR CUTTING IN FRONT OF HER IN LINE AT THE GROCERY STORE YESTERDAY?

ALSO, DON'T FORGET YOUR WIFE! SURE, SHE'S YOUR WAY TO GET FOOD AND SOME DRUNKEN SHOWER INTERCOURSE EVERY NOW AND THEN, BUT SHE'S ALSO A PERSON.

A PERSON WHO NEEDS TO KNOW YOU APPRECIATE HER.

SO GIVE HER A FIRM SMACK ON THE ASS.

PETER!

HEH HEH HEH. NOW SHE KNOWS I LOVE HER.

SMACK!

YOU SEE HOW SEAMLESSLY I TURNED A TYPICAL BREAKFAST EXPERIENCE INTO ALL THE QUALITY TIME I'LL SPEND WITH MY FAMILY ALL WEEK?

IF ADVERTISEMENTS AND TELEVISION HAVE TAUGHT US ANYTHING...

...IT'S THAT PARENTS ARE THE ANTI-DRUG.

SO, IT'S UP TO *YOU* TO TEACH YOUR KIDS THAT DRUGS ARE BAD, 'CAUSE THEY DON'T HAVE THOSE WARNINGS BEFORE VIDEO GAMES ANYMORE.

ALL RIGHT, KIDS. I'M GONNA EMPTY ALL OF THIS SPRAY PAINT IN HERE, THEN SHUT THE DOOR TO SHOW YOU IT'S BAD TO PAINT WITHOUT PROPER VENTILATION.

WHAT DOES THIS HAVE TO DO WITH DRUGS?

WHAT *DOESN'T* IT HAVE TO DO WITH DRUGS?

I'M SERIOUS.

SO AM I. THIS IS CLEAR AS DAY FOR ME.

*KOFF*

*KOFF*

LARD ASS, *NO!*

WHAT ARE YOU DOING FAT MAN?!

NOW, I'LL GIVE 'EM A WHILE TO FEEL THE NEGATIVE EFFECTS, THEN I'LL STORM IN LIKE *G.I. JOE* AND TEACH 'EM THE MORAL OF THE STORY.

WE TEACH ALL SORTS OF LIFE LESSONS LIKE THESE IN ALL OF OUR FREAKIN' SWEET BOOKS!

DO CHECK THEM OUT, WON'T YOU?

THE FUN CONTINUES IN FAMILY GUY GRAPHIC NOVELS FROM DEVIL'S DUE PUBLISHING!

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